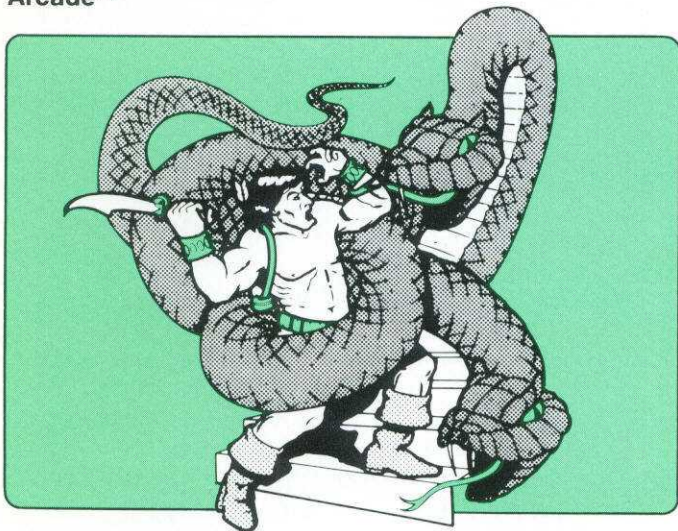




CARTRIDGE INSTRUCTIONS

by **Exidy**™

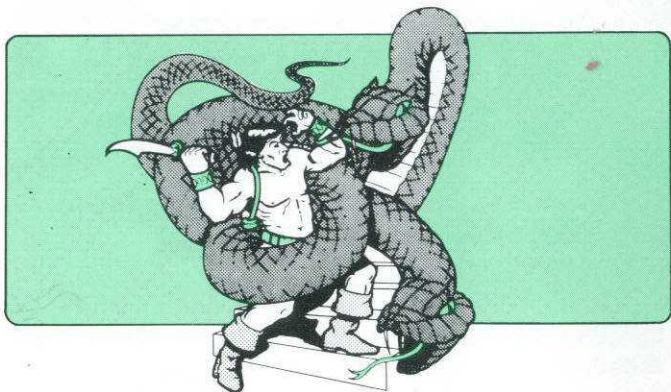
For Use with Intellivision® or Sears Super Video Arcade™



- For one or two players
- Select from four skill levels
- For color TV only

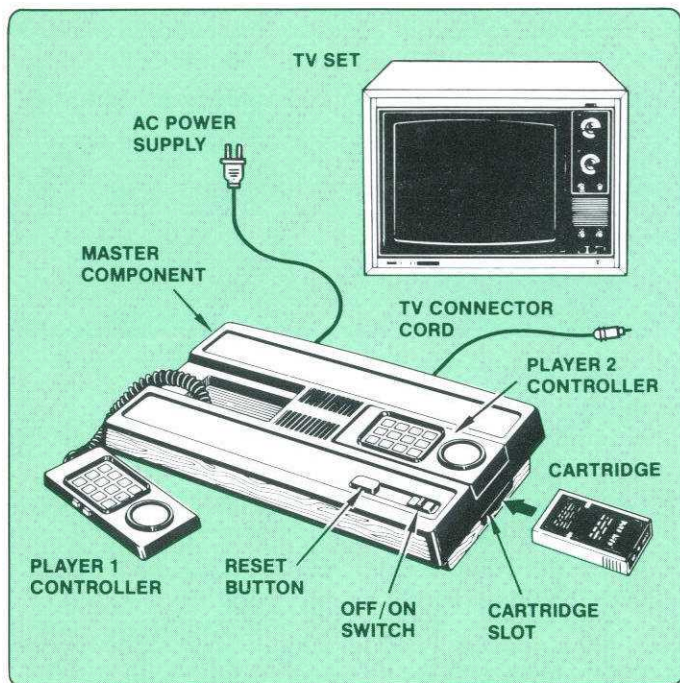
COLECO

GAME DESCRIPTION



Winky™ is deep inside a dungeon laden with incredible treasures but guarded by terrible monsters! Equipped with only a bow and arrows, he seeks the treasures as the monsters close in. Guide him through the dungeon chambers . . . but don't stop to count your treasure until you're finished!

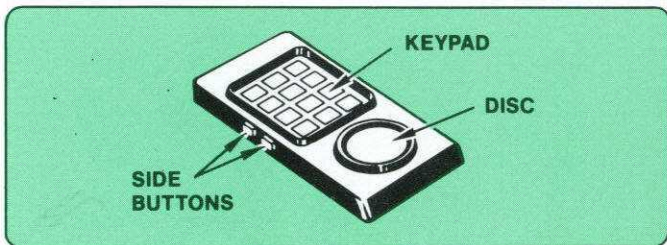
GETTING READY TO PLAY



- Make sure the Master Component is connected to the TV and power supply is plugged in.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- **MAKE SURE THE MASTER COMPONENT IS OFF WHEN INSERTING CARTRIDGE.** Fully insert cartridge, with label facing up, to the indicator marks on both sides of label. Turn **OFF/ON** switch to **ON** after cartridge has been inserted.

USING YOUR CONTROLS

NOTE: For a one-player game, use the left controller. For a two-player game, Player 1 uses the left controller; Player 2 uses the right controller.



Using the Disc and Buttons for VENTURE™

1. **Keypad:** Use Keypad Buttons first to choose a one-player or two-player game. Then use them to select game difficulty and to start playing.
2. **Disc:** Tilting the Disc in any of its eight directions makes Winky™ move in the direction selected.
3. **Side Buttons:** Pressing any Side Button causes Winky™ to fire an arrow.

HERE'S HOW TO PLAY

STEP-BY-STEP INSTRUCTIONS

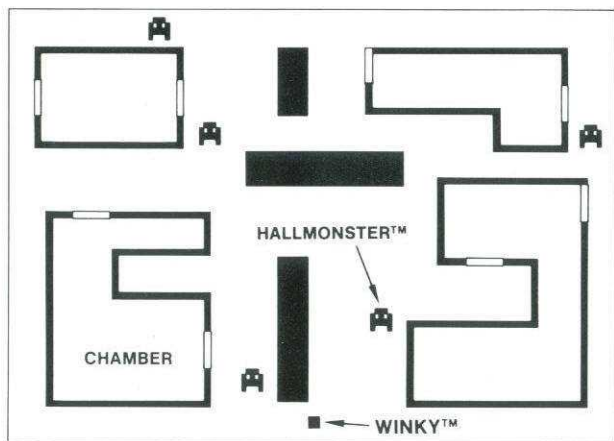
NOTE: If you are playing a two-player game, players take turns. Player 1 goes first, and each turn lasts until the player's Winky™ is eliminated.

STEP 1: Getting ready for adventure.

Press Reset and the Title Screen appears. Press any Keypad Button and the Game Option Screen appears. Choose a one- or two-player game by pressing Keypad Button **1** or **2**; then press ENTER. Choose skill **1**, **2**, **3** or **4** by pressing the corresponding Keypad Button, and then press the ENTER button and the Treasure Screen appears.

STEP 2: Down to the dungeon.

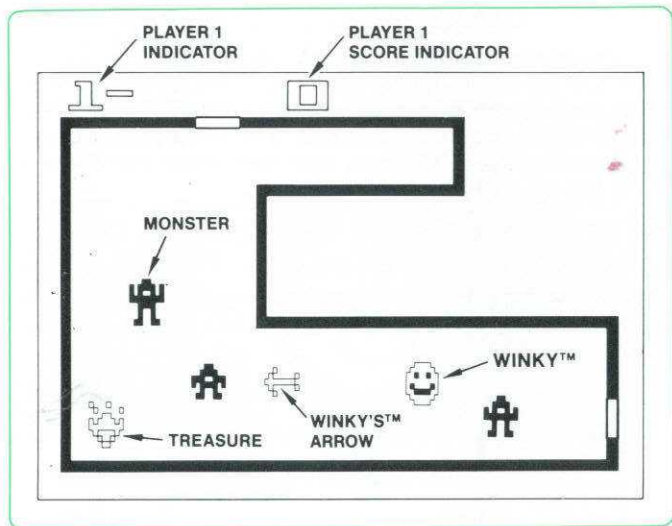
After the Treasure Screen is shown, Winky™ appears in the dungeon hallway. All around him are treacherous Hallmonsters™. Winky™ cannot shoot them, so stay clear!



HALLWAY SCENE

STEP 3: Search and seizure.

Move Winky™ into one of the dungeon chambers to capture the treasure within. Once inside, fire arrows at the attacking monsters. Remember — if Winky™ even touches a monster, living or dead, he's eliminated.



CHAMBER SCENE

STEP 4: Off on a treasure hunt . . .

Quick, explore every chamber before the Hallmonsters™ appear. Don't despair; when monsters force Winky™ to leave hastily, he can slip back in for another try at capturing the treasure.

But when he does, Winky™ has even less time to snatch precious treasure. The Hallmonsters™ pursue him faster than before!

Once Winky™ has his treasure and leaves a chamber, he never can return.

STEP 5: Hidden dangers.

Some chambers have special challenges. As soon as the Hallmonsters™ move into the Wall Room, the treasure disappears. In other chambers, monsters appear and disappear at surprising times!

STEP 6: Deeper into the dungeon.

When Winky™ has plundered treasure from all the chambers on a dungeon level, then Winky™ ventures to a deeper dungeon level.

SCORING

Treasure	200 points (to start)
Chamber Monster	100 points (to start)

The farther into the dungeon you venture, the more points you earn for each treasure taken or monster eliminated.

Each player receives five Winkies™ per game. Every time you successfully complete a level, check the Treasure Screen to see how many Winkies™ you have remaining. A bonus Winky™ is awarded a player at multiples of 20,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing VENTURE™, but it is only the beginning! You'll find that this cartridge is full of special features to make VENTURE™ exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of \$10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must be directed to: **Coleco Industries, Inc.**
Consumer Electronics Department
P. O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager



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